



## MEDIA INFORMATION

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### Enter the realms of Elvenar: Closed Beta started!

#### InnoGames opens gate to the enchanted world of its latest strategy game

**Hamburg, January 20, 2015.** Today, [InnoGames](#) launched the closed beta of its online fantasy game [Elvenar](#). The strategic city builder will start with a moderate number of people to ensure server stability, before more keys will be given out to interested players. In order to join the beta as one of the first, pre-registered players should check for a mail containing their beta key. InnoGames is also giving out first batches of keys via social media pages, such as Facebook.

Elvenar's closed beta will start in the browser; mobile versions are planned. The German developer is treading uncommon ground with Elvenar: Players have to choose between Elves or Humans as a starting race in order to create a flourishing city. The game's focus lies on building and upgrading a city, but players also trade or explore the world map. The choice between Elves and Humans influences the way the players' cities and inhabitants look and which technologies and units are at their disposal. The Elves live and breathe magic and exist in close harmony with nature, whereas Humans are ambitious and determined engineers.

Between managing resources, levelling up buildings and unlocking new perks, players should also pay attention to the multiplayer map. There they can interact with neighbors, scout new provinces and unlock various powerful relics by fighting NPCs or trading. Fights take place on various battlegrounds. The strategic battles are 3D-animated, with up to 20 different monsters and unit types, which make each encounter unique and tactically deep.

With more than 150 million registered players, InnoGames is one of the world's leading developers and providers of online games. The Hamburg-based company has scored major successes with games such as [Tribal Wars](#), [Forge of Empires](#) and [Grepolis](#).